



## THE ENGLISH GAME CROQUET

EVERYONE knows the game of croquet as it is played in this country.

The English game is played in the following manner. Along each of two parallel edges of the lawn we must mark off a length of thirty-five yards, and at right angles along each of the other two parallel edges of the lawn we must measure a length of twenty-eight yards, measuring this off, of course, from each end of the thirty-five-yards line. This will give us a rectangle, or oblong, thirty-five yards long by twenty-eight yards wide. At each of the four corners flags should be placed to mark the boundary.

Having marked out our playing space, we must now fix in the six hoops and two pegs used in the game. The simplest way of doing this is to find the centre of the twenty-eight-yards boundary by measuring fourteen yards along it from either flag, and from this point measure off a distance of seven yards into the playing space at right angles to the boundary. At the end of the seven yards place one of the two pegs—either the white or turning peg, or the coloured or winning peg.

Repeat this operation from the centre of the other twenty-eight-yards boundary with the remaining peg. From each peg, still continuing at right angles with the twenty-eight-yards boundaries, measure off another seven yards, and knock in a hoop at each of the two points. This will give us an imaginary centre line like the dotted line in the first diagram, thirty-five yards long, divided into five equal lengths of seven yards.

Starting from the white post and proceeding straight up to the coloured post we have: the white post, the first centre hoop, the second centre hoop, and the coloured post. We have now to decide the position of the corner hoops. From the white post we must measure off, right

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and left, a distance of seven yards parallel to the twenty-eight-yards boundary. A hoop must

be placed at each of these two points. Then we repeat this from the coloured post, and our croquet lawn will be complete.

If a lawn is too small to allow a playing space of thirty-five yards by twenty-eight yards, we should mark off the space as large as the lawn will allow, keeping the proportions of five to four.

Our croquet set consists of four mallets, and each is marked with a coloured ring, corresponding to one of the four colours on the winning post.

One of the mallets is marked with blue, the second with red, the third with black, and the fourth with yellow.

Each of the mallets has a ball of a corresponding colour; the player using the blue mallet plays with the blue ball, and so on.

The game is played between two sides, each side, consisting of one or two players, taking alternate turns. That is to say, if there are four players the blue and black mallets shall be partners against the red and yellow mallets. The balls are played in the order marked on the coloured or winning post—blue first, red second, black third, yellow fourth. This means that partners never immediately follow each other. Partner and opponent play alternately, and this order must be retained throughout the game. Should there be only two players, one takes the red and yellow balls, and one the blue and black balls, playing the colours in the proper order. Three players may have very good fun by each taking one ball and playing his own game against the other two.

The starting hoop is the one on the left-hand side of the winning peg. In opening the game the player with the blue mallet, who always starts first, plays his ball directly in front of the starting



hoop, a mallet's length from it. He then knocks his ball through the hoop, and is followed in order by the red, black, and yellow balls.

Each player then proceeds as follows: He hits his ball down the field and through the corner hoop directly facing the starting point. He then proceeds at right angles across the field past the white post without hitting it, and through the third corner hoop. Then he hits his ball up the field and through the last corner hoop in line with the winning post.

Through this last corner hoop he proceeds to the middle of the field, through the two centre hoops, and down to the white or turning peg, which he hits. He then starts upon the second half of the course by turning to the left, making for the corner hoop which was the second hoop in the first half of the game. He then proceeds back through the hoop in reverse order to the first hoop, and finishes by coming up to the winning post through the two centre hoops.

Diagram 2 shows the order of the hoops; the course to the white post being shown by a dotted line, and the course back to the winning post by a continuous line.

When there are two or four players, the winning side is that which gets both its balls home first. When three are playing, the winner, of course, is the player who hits the winning post first.

This is the bare outline of the game. The fun begins when we actually play, and find out how we can prevent our opponents from getting through or "running" their hoops, and how we can help our partners and assist ourselves at the expense of our opponents. It is this offensive and defensive play which makes the game so fascinating.

We must understand the following rules, however, before we can realise the full possibilities of this entertaining game.

When the player successfully runs his hoop, he is entitled to hit his ball a second time. If in taking this second stroke he hits another ball, this being termed a "roquet," he may "croquet" the ball he hits—that is, he may pick up his own ball, place it in any position touching the ball he has roqueted, and hit both his ball and

the roqueted ball in any direction he desires. He then has another stroke, and if he roquets a second ball he may also croquet that, and so with the third ball. No ball must be roqueted twice before the player has made a point—that is, run a hoop or hit a peg. After a third roquet, therefore, the player proceeds down to his hoop or peg. If he fails to run the hoop or hit the peg, his turn is finished. Of course, he only roquets a ball when he thinks it is to his own advantage to do so. He may find it better to roquet no balls at all in some cases, in others to roquet one or two balls, and in others all three balls. If in running a hoop the ball hits another ball, the player who has made the point may at once croquet the ball, his one shot through the hoop counting as a roquet.

Each time the player makes a fresh point, he may roquet all the balls over again, continuing to do so as long as he makes his point regularly after

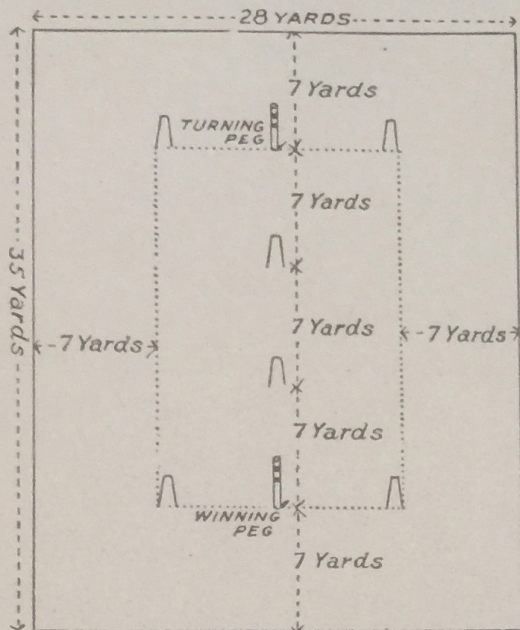
every third roquet. If a player sends his ball beyond the boundary line marked by the flags, he must at once bring it back three feet inside the boundary. A player roqueting a ball beyond this three-foot limit may take his croquet, but if

in doing so he sends the croqueted ball beyond the boundary, he forfeits the hit to which he is entitled after a croquet, and his turn is finished.

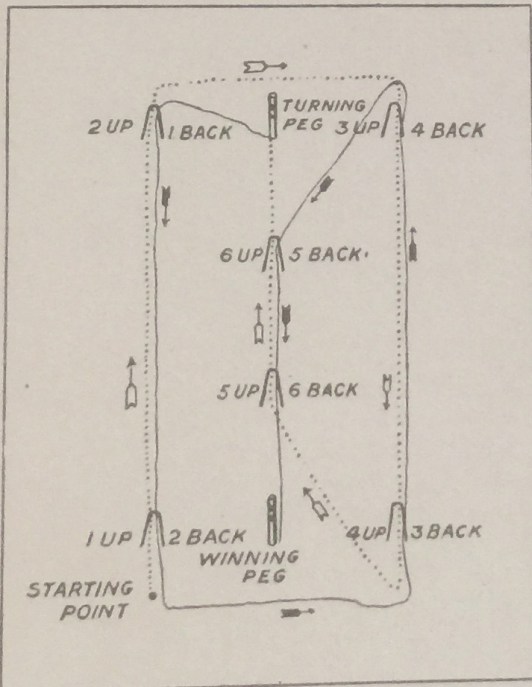
The roquet may be applied to our own benefit in a number of ways. For example, if our ball has rolled past a hoop without going through, we may still run it in one turn if we can roquet a ball, croquet it up in such a way as to leave our own ball in front of the hoop on the right side of it, so that we can run the hoop with the shot following the croquet.

In the same way we may croquet our partner's ball into position, being careful to remember that it is the croqueted ball and not the croqueting ball

which must this time be left in position for running the hoop. If, however, neither our own ball nor that of our partner has run the hoop, it is possible to croquet both our partner's ball and our own into position with the one stroke. We should roquet our opponent away and leave ourselves in position to run a hoop.



1. The croquet ground as it appears when laid out for a match, with pegs and hoops in position.



2. The lines show the course followed by the players from starting point to winning peg.



# HOW TO PLAY THE GAME OF CROQUET



The first picture shows the start, the drive to corner. The second and third pictures show how to make the forearm drive, when it is desired to keep the two balls together and make them travel for a good distance.



The first of these pictures shows how to hold the mallet and swing it back for the side stroke, and the second shows the finish of this stroke. The third picture shows how to make a hoop, and the fourth taking croquet near a hoop.



The first picture here shows making a roquet near a hoop. The second picture shows how to hit a ball sharply on the top to make it jump over another ball to go through the hoop, as shown by the dotted line in the third picture.



In the first picture the player is making a rush in the roquet stroke; in the second she is driving away the opponent's black ball to the difficult position marked by the black dotted circle and placing her own white ball near the hoop, as shown in the white dotted circle; the third is pegging out the opponent's ball.